

PRR 19th Century Local Passenger Pack for RS.com's RailWorks(2) by Golden Age of Railroading



Included in this pack are three scratch-built, prototypical models of PRR heritage, the BA-class baggage car, the OD-class combine and the PD-class coach. All cars have been built with great attention to detail and are fully animated. Each car comes in a brown and green painted version and a set of seventeen roadnames, to put these PRR cars to (fictional) use on other railroads, too.

The baggage compartments include a load of mail bags, milk cans and cargo crates. The crates have been contributed to the pack by Broadway Limited Locomotive Works. Please see their page for some assorted steam- and transition era rolling stock for RailWorks and MS Train Simulator: <http://www.bllw.net/>

Purchase, Shipping and Returns, Troubleshooting:

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Golden Age of Railroading only accepts [Paypal](#) as method of payment.

Your order will be shipped as a download, typically a Railworks RWP file, after Paypal has processed your payment. The download links will be emailed to you as soon as possible, but please allow up to 24 hours to send the email. If you do not hear from us within this time, please send an email to: support@golden-age-rails.com

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System Requirements and Installation:

System Requirements: You need to have installed RailWorks, there are no special hard- or software requirements which would go beyond those of the game itself.

Rail Simulator: We do not support Rail Simulator any longer. In many cases it is however possible to install and run RailWorks rolling stock in Rail Simulator, but please be advised that your are doing so at your own risk.

Installation:

1. Download the .RWP file and save it in a secure place on your hard disk – just in case you might have to reinstall the cars at a later time.
2. Launch [RailWorks](#) and select the [Package Manager](#) on the Welcome Screen.
3. Click the [Install](#) button, browse to the file from step one, click [Open](#). The package will be installed now, after which you can already run your new cars in the game!
4. To be able to place the cars in a scenario, you will first have to enable the [object filter](#) (left-hand mid flyout window, button that shows a blue cube with an orange triangle) for developer "GreatNortherner", product "SteamEra"
5. You will now find the cars in the assets browser, listed under "Coach BA / OD / PD ..."
6. On the combine and coach, you can switch the roadnames of each car by editing the car number in the scenario editor. To do so, double click on the car. Next, go to the right flyout-window and edit the car number. The first letter represents the roadname displayed, the remaining five are the number displayed on the side of the car. An X stands for an empty space (no roadname / blank number)

The following roadnames are included – Note: the letters are case sensitive!

- A – Atlantic Coast Line
- B – Baltimore & Ohio
- C – Chesapeake & Ohio
- D – Denver & Salt Lake
- E – Erie
- F – Florida East Coast
- G – Great Northern
- I – Illinois Central
- K – Kansas City Southern
- L – Lehigh Valley
- M – Maine Central
- N – Northern Pacific
- P – Pennsylvania
- R – Reading
- S – St Louis & San Francisco
- U – Union Pacific
- W – Western Maryland
- x or X – blank (transparent) number

(For example, the car number of Uxx924 will be displayed as Union Pacific #924.

A car number of Rxxxxx will display a car lettered for Reading without numbers.)

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